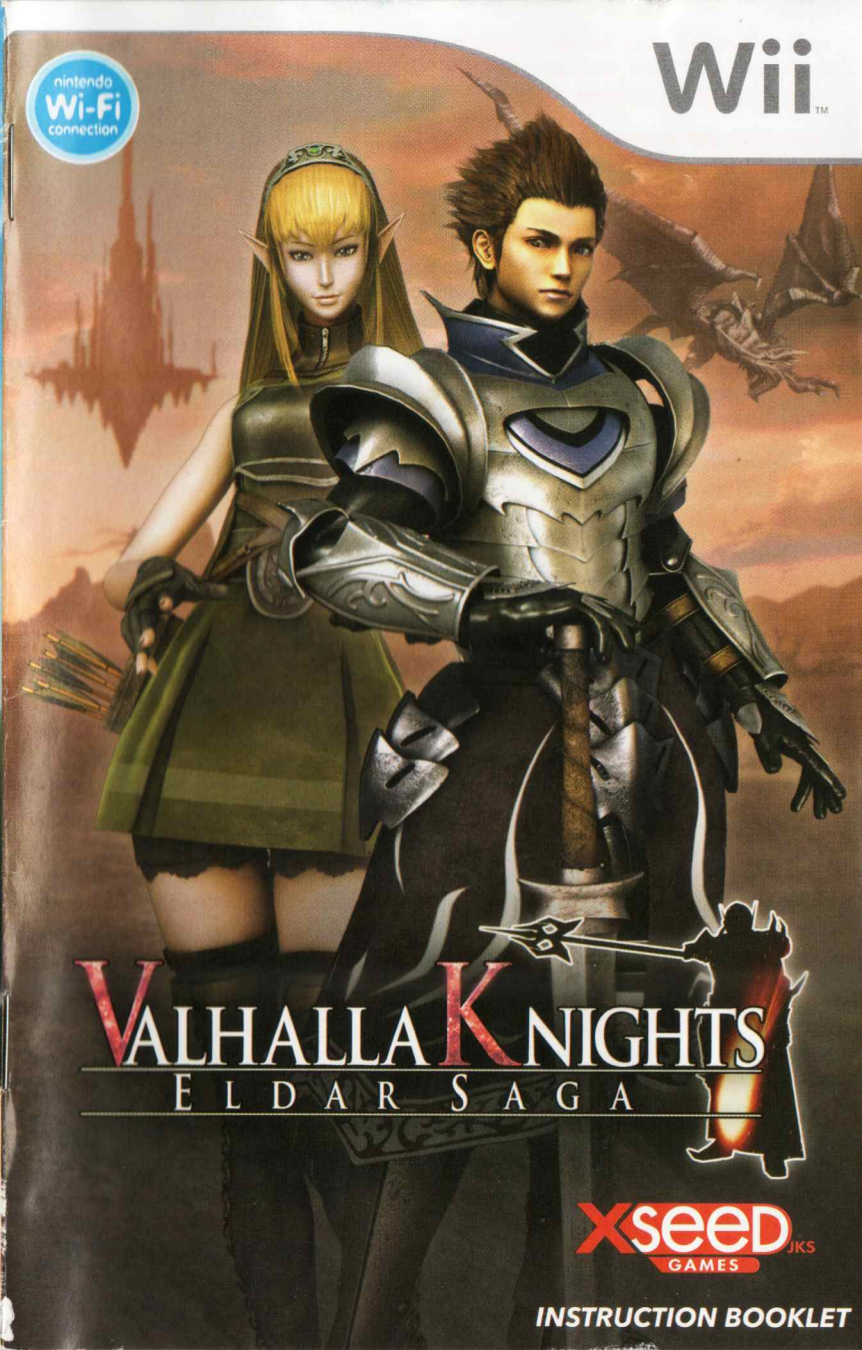
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VALHALLA KNIGHTS
ELDAR SAGA
XSEED GAMES
JKS
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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PROLOGUE

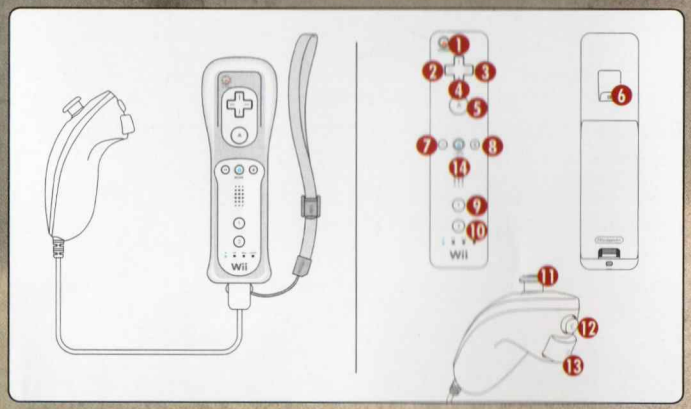
In ancient times a meteor shower rained down upon the land. Its sudden appearance heralded in the age of chaos. Foul creatures and beings said to be extinct terrorized the land once more, sending civilization into a downward spiral that consumed countless lives.

But courage and spirit yet remained, and the citizens of the land resisted with all their might. Humans, elves, dwarves and halflings... An alliance of races to resist the monstrous onslaught was formed. Their strength united, they managed to drive the monsters back to the western edge of the continent, the Eldar region…

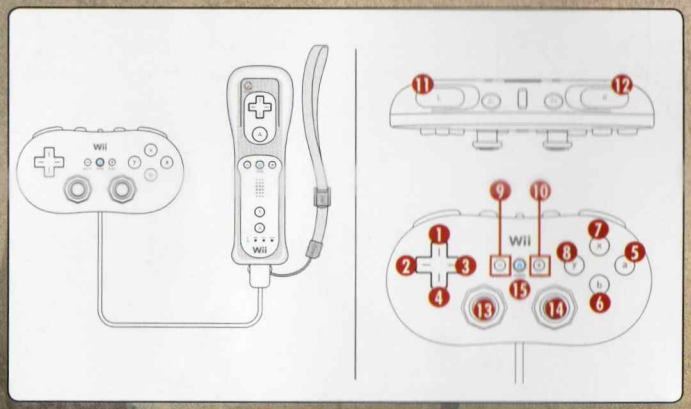
CONTROLS

This section will explain in-game controls for all supported controllers.

Wii Remote and Nunchuk



Classic Controller



When using the Classic Controller, press the R Button when the C Button is displayed on-screen.

■ Using the Wii Remote and Nunchuk

Button	Town	Field	Camp Menu
1 + Button (Up)	-	Select Skill Slot	Move Cursor
2 + Button (Left)	Camera Control (Left)	Switch Target (While Locked On)	Move Cursor
3 + Button (Right)	Camera Control (Right)	Switch Target (While Locked On)	Move Cursor
4 + Button (Down)	Display Camp Menu	Display Camp Menu	Move Cursor
5 A Button	Confirm	Weak Attack	Confirm
6 B Button	Cancel	Strong Attack	Close Menu
7 − Button	-	Use Set Skill	Scroll Page
8 + Button	-	Use Set Skill	Scroll Page
9 1 Button	-	Use Set Item	Remove Equipment, Skill/Discard Item
10 2 Button	Switch Camera View	Switch Camera View	-
11 Stick	Move Player Character	Move Player Character	-
12 C Button	Dash	Dash/Action	-
13 Z Button	Reset Camera	Tap to Reset Camera/hold to Lock On	-
14 ⌂ Button	Return to Wii Menu	Return to Wii Menu	Return to Wii Menu
Swing Wii Remote	-	Special Move (BST Gauge Max)	-

■ Using the Classic Controller

Button	Town	Field	Camp Menu
1 + Button (Up)	-	Select Skill Slot	Move Cursor
2 + Button (Left)	Camera Control (Left)	Switch Target (While Locked On)	Move Cursor
3 + Button (Right)	Camera Control (Right)	Switch Target (While Locked On)	Move Cursor
4 + Button (Down)	Display Camp Menu	Display Camp Menu	Move Cursor
5 ⓐ Button	Confirm	Weak Attack	Confirm
6 ⓑ Button	Cancel	Strong Attack	Close Menu
7 ⓧ Button	Switch Camera View	Switch Camera View	-
8 ⓨ Button	-	Use Set Item	Remove Equipment, Skill/Discard Item
9 − Button	-	Use Set Skill	Scroll Page
10 + Button	-	Use Set Skill	Scroll Page
11 R Button	Dash	Dash/Action	-
12 L Button	Reset Camera	Tap to Reset Camera/hold to Lock On	-
13 Stick	Rotate Camera	Rotate Camera	-
14 Stick	Move Player Character	Move Player Character	-
15 ⌂ Button	Return to Wii Menu	Return to Wii Menu	Return to Wii Menu
ⓑ + ⓨ Buttons (or Swing Wii Remote)	-	Special Move (BST Gauge Max)	-

■ Special Controls for the Field

Buttons	Function
B or ⓑ Button and + Button (Left)	Switch to Emote Mode
B or ⓑ Button and + Button (Right)	Switch to Gesture Mode
B or ⓑ Button and + Button (Down)	Switch to Fixed Lines Mode
B or ⓑ Button and − Button	Switch Between Main and Sub Weapons

Getting Started

1. Insert the "Valhalla Knights: Eldar Saga" disc correctly into the disc slot of the Wii. The Wii will then turn on automatically. Please read, then press the A Button to agree to the terms as displayed on the right.

*Turning the Wii on first will display the same message.

2. Point the cursor at the "Disc Drive Channel" from the Wii Menu and press the A Button.

Wii Menu

3. When the channel screen is displayed, point the cursor at "Start" and press the A Button.

Channel Screen

4. The screen will prompt the player to fasten the strap. Please follow the instructions then press the A Button to proceed.

Strap Attachment Screen

5. When the title screen is displayed, press the A and B Buttons simultaneously to start the game.

Title Screen

TITLE SCREEN

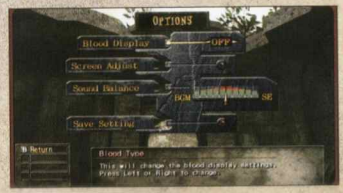
There are three choices to select from in the title screen. To play the single-player game, select "GAME START."

Game Start

Begin single-player mode here. Select "NEW" (P. 12) if starting the game for the very first time to create a new file. To continue a previous game, select the corresponding character, then select "GAME START." To delete a character, select "DELETE."

Option

Configure various settings here. There are four parameters that can be configured, including "Blood Display" and "Screen Adjust."



Gallery

View items and monsters encountered during normal game play here. Items and monsters not encountered will not be displayed here.

GAME FLOW

The story progresses as the player talks to various people in towns (P. 16) and triggers events through the corresponding conversations. Strengthen the player character by completing various quests (P. 19).

Town Conversations and Making Preparations

Approach townsfolk and press the A Button to talk. Towns are excellent for gathering information and also preparing for long journeys by purchasing items and equipment.

Complete Quests to Progress the Story

Many events will occur throughout the game. There are various types of events and each event will unlock quests, progress the story, or expand accessible areas.

Level Up by Completing Quests

In order to progress the story, the player character must level up either by gaining experience through battles or equipping items to increase stats.

Gain Access to New Areas by Defeating Bosses

There are times when a strong boss (P. 37) character may appear after events. The player can unlock new areas, and subsequently new adventures, by defeating them.

CHARACTERS

Below are the lovely ladies of "Valhalla Knights: Eldar Saga."

PLAYER CHARACTER

At the beginning of the game, the player may only select a human male character. In episode 2, the player will be able to choose their gender and also other races depending on who they decide to marry in episode 1.

Penelope

A childhood friend of the main character. She is caring and loved by everyone in town.

Amandala

A girl from the dwarf tribe. She is very emotional, easily excited and easily depressed, but as an older sister-type, she is dependable.

Ophelia

A calm warrior elf, who fights to protect her home. She can seem distant and cold at times.

Aigle

The granddaughter of the halfling chief, Bos, she is a guileless girl, full of energy and curiosity.

BEFORE GETTING STARTED

Before starting the game, the player must first choose an episode to play and create a main character.

CHARACTER CREATION

After choosing which episode to play, the player may customize the main character in various ways including appearance, gender and other parameters.

EPISODE SELECTION

There are two episodes to choose from in "Valhalla Knights: Eldar Saga." While Episode 1 directly precedes Episode 2 chronologically, the player may choose to begin playing in either episode. Once an episode is selected, the player cannot return to the previous screen.

Episode 1 Fragment of the Almighty

Start the game from "Episode 1: Fragment of the Almighty." Only a male character may be chosen.

Data from Episode 1 carries over to Episode 2 after completion.

Episode 2 Standing at the End

Start the game from "Episode 2: Standing at the End." The player may choose to play as a male or female character.

Data from Episode 2 does not carry over to Episode 1.

CHARACTER CUSTOMIZATION

The player character can be customized in 7 categories: FACE, HAIR, VOICE, NAME, RACE, JOB and TRAITS.

FACE

Choose from 16 faces ranging from slim and sharp to round and corpulent.

Use the control stick to spin the character model.

HAIR

Choose from 8 different hairstyles and 8 different hair colors. The hair can be re-customized in-game.

Press the +Control Pad left/right for style and up/down for color.

VOICE

Choose from 6 different voice types, ranging from childish to deep and burly.

Press the 1 Button to listen to the voice.

NAME

Use the on-screen keyboard to name the player character.

The name can be up to 8 letters long.

RACE

Select what race the main character belongs to. In both Episodes 1 and 2, only a human character may be chosen if the player starts from the beginning of those episodes. (See below for other race options)

Marriage and Access to Other Races

In Episode 1, the main character will meet women belonging to the dwarf, elf and halfling races. Depending on who the main character marries, the race of his wife will become available in Episode 2 for character creation. These non-human races receive bonus status points.

JOB

Select the job class of the main character. There are 5 basic job classes that are available in the beginning: Fighter, Thief, Priest, Mage and Bard. New job classes become available in Episode 2.

■ **Basic Job Classes**

Job Class	Description
Fighter	A standard job class that specializes in weapon-based melee attacks.
Thief	A speedy job class that specializes in item acquisition.
Mage	A job class that specializes in attack magic. Requires training to improve performance.
Priest	A job that specializes in healing magic. Weak in physical combat.
Bard	A harp-playing, supportive job class that encourages his or her allies. Weak in battle.

TRAITS

Customize the main character's basic status by distributing Points among the 7 parameters.

■ **Parameters**

Parameters	Description
STR	Physical strength. Related to physical attack power and HP.
VIT	Physical vitality. Related to physical defense and HP.
INT	Intelligence. Related to magic attack power and MP.
RES	Resistance. Related to magic defense and resistance to abnormal status effects.
SPD	Speed. Related to evasion rate and movement speed.
DEX	Dexterity. Related to accuracy and skillful weapon use.
LUCK (LCK)	Luck. Related to many parameters but mainly to critical hits.

FINISH

Select "FINISH" once all Points have been distributed. "FINISH" cannot be selected if there are any unallocated points.

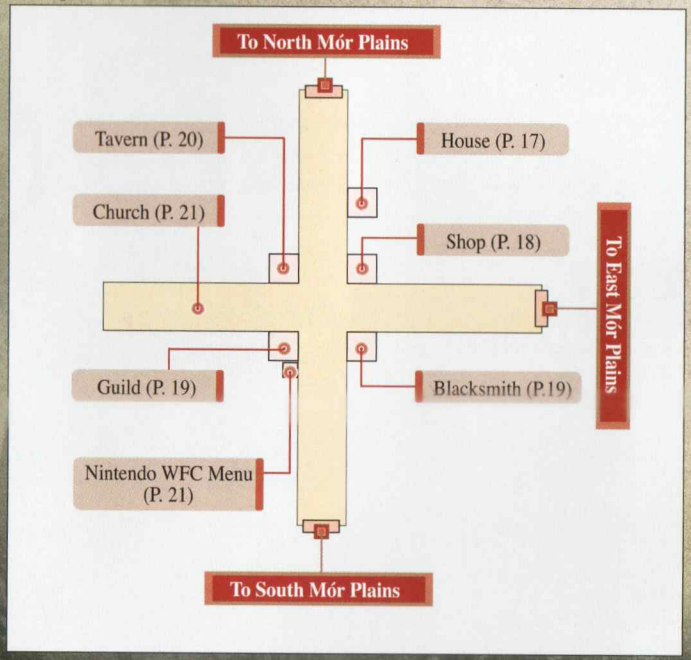
TOWN FACILITIES

There are many facilities and exits to the field map in towns. Many towns exist throughout the world, each with different content.

THINGS TO DO IN TOWNS

Many people inhabit towns and can impart useful information to the player character. This section will discuss the very first town encountered, Vestlia, as an example.

■ **Map of Vestlia**



HOUSE

This is the main character's house. The player can store extra items or money here and also customize Wi-Fi messages and hairstyles.

Store items and money at home!

CLOSET

The closet can hold up to 180 items and equipment.

SAFE

The player can store extra money here. When the player is defeated on the field, half of the money in possession at the time of defeat is taken away as a penalty. Storing money in the bank at home is a great way to avoid the penalty.

SPEECH

The 16 messages that are used during Wi-Fi multiplayer mode can be assigned to the +Control Pad here.

HAIR

Choose from 8 different hairstyles and 8 different hair colors.

SHOP

The player can Sell/Buy items and equipment and also appraise unknown items here.

Appraisal is free at shops.

Buy

The player will find various merchandise in shops, from consumable items and weapons to armor specifically designed for male and female characters. Move the cursor over an item to see its effects and who it can be equipped on.

Sell

The player may also sell any items and equipment in their possession at shops. However, unknown items are all worth 1G regardless of their true value, so do not forget to appraise them first.

Appraise

If the player has any unknown items in their possession they can be appraised at the shop. There are other ways to appraise unknown items, such as using an item or magic spell, but keep in mind that appraisals in shops are free.

BLACKSMITH

The blacksmith can repair and recover the durability points of weapons. Additionally, some blacksmiths can also work on accessories such as necklaces and earrings depending on the town.

The blacksmith repairs weapons.

Repair

The blacksmith can fully recover the durability points of weapons. The cost varies depending on the type and condition of the weapon being repaired. Outside of towns, items such as Sword Oil can be used to recover durability points to some extent.

GUILD

The player can accept quests and change job classes at a guild.

There are many types of quests to choose from.

Quest

The player is free to choose from various types of quests such as Search, Hunt, and Errand types. After each quest, report back to the guild for rewards.

Job Change

The player is free to change job classes at any time, but the cost of a job change varies depending on the level. Also, keep in mind that usable skills and equipment change along with the job class.

TAVERN

The tavern is where the player can hire and fire mercenaries.

The player will meet mercenaries during quests.

Scout

Select from a list of mercenaries the player has met to hire one. The higher the level of the mercenary, the higher the cost to hire them. Use the + or - Buttons to check each mercenary's skills and status.

Manage

This is where the player can change the equipment of mercenaries. Mercenaries level up through participating in battles, so don't forget to periodically upgrade their equipment to match their level.

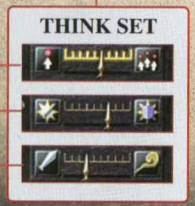
Orders

Bind various battle commands (mercenary behavior) to the +Control Pad. Other than the preset commands, press the C Button to configure an original behavior pattern.

Cooperation Parameter – ranges from totally cooperative (left) to completely independent (right).

Support Parameter – ranges from all-out offensive (left) to defensive (right).

Attack Parameter – ranges from weapon only (left) to magic only (right).



CHURCH

The player can save progress and also warp to a milestone location previously visited on foot.

Be sure to save often.

Save

Save game progress. There is only one save slot per character, and thus any previously saved data will be overwritten.

Portal

Whenever a milestone location is found during a quest, be sure to activate it. Once activated, these locations become available for warping from churches and other milestone locations.

GATES

Gates lead out of town and to the field map. Approach a gate and press the A Button to leave the town. Only the North Gate will be accessible at first until others are unlocked as the game progresses.

The number of accessible areas will increase in time.

Nintendo WFC Menu

Go on an adventure together with a friend (p. 38). Press the A Button to access the Nintendo WFC Menu. Correct network settings are required to use this feature.

A network connection is required.

CAMP MENU

The camp menu is essential for a successful adventure.
Below are descriptions of each category in the menu.

THINGS TO DO IN THE CAMP MENU

Press the +Control Pad (down) while on the field or in a town to display the camp menu on the upper right of the screen. In the camp menu, the player can upgrade their stats, set skills, and equip weapons among other things.

ITEM

Check and use all items currently in the player's possession.

■ **The Screen Explained**

Money The amount of money the player has.

Command

A Button: Use item
1 Button: Discard
C Button: Organize
Z Button: Belt (Slots)

Slots

Assign frequently used items to the slots for quick access during battles.

Item Explains the functions of items. Press the + or - Buttons to scroll through pages.

STATUS

Detailed view of the player character's status. If enough experience points have been acquired, the player may also level up the character.

■ **The Screen Explained**

Character Status: 1

1. Name
2. Job Class
3. Level (LVL)
4. HP
5. MP
6. NEXT (Experience Required for Next Level)

ADD POINTS

When enough Points have been acquired, they can be distributed among STR, VIT, INT, RES, SPD, DEX, and LUCK (LCK), to increase each of the status parameters.

Character Status: 2

R ATK: Right hand attack power
L ATK: Left hand attack power
DEF: Defense
M ATK: Magic attack power
M DEF: Magic defense
HIT: Hit accuracy
GUARD (GUD): Guard rate
AVOID (AVD): Avoid (evade) rate
CRIT (CRI): Critical rate
APPLY: Abnormal status inflict rate
TOL: Abnormal status resistance

Fr ATK: Fire elemental attack power
Ic ATK: Ice elemental attack power
Wd ATK: Wind elemental attack power
Vo ATK: Void elemental attack power
Slash: Slash-type attack power
Thrust: Thrust-type attack power
Strike: Smash-type attack power
Fr DEF: Fire elemental defense
Ic DEF: Ice elemental defense
Wd DEF: Wind elemental defense
Vo DEF: Void elemental defense

SKILL

All skill related options are available here: "Improve Skills" where the player chooses job skills to improve, "Set Skills" where the player assigns which skills to use on the field, and "Check Skills" where the player may check what skills are available.

Improve Skills

The skills that can be used by the player character are limited by what job class he or she is. To level up a skill, first select a job class then allot Points to the skill to level up.

Set Skills

After skills are learned, they must be assigned to skill slots before they can be used. Skills that have been assigned a slot have a ★ mark next to them. Also keep in mind that when a skill is leveled up, its new level must be selected for it to be activated.

Check Skills

There are 4 slots for active skills – 2 main and 2 sub-skills – and there are 4 additional slots for passive skills (p. 30). This is where the player can check what skills have been assigned to what slot.

■ Basic Skills List

	Skill Name	Skill Description
FIGHTER	Sword	Allows skillful use of one-handed weapons.
	Axe	Allows skillful use of two-handed weapons.
	Strength	Increases attack power.
	Regenerate	Speeds up automatic HP regeneration.
	Third Eye	Keeps evade rate even when surrounded by enemies.
THIEF	Knife	Allows skillful use of knives.
	Gale	Increases speed.
	Pickpocket	Steal item from an enemy.
PRIEST	Blunt	Allows skillful use of clubs and maces.
	Aid	Consume MP to recover HP of single target.
	Breath	Consume MP to increase vitality, intelligence and dexterity.
MAGE	Fire	Consume MP to unleash a fire elemental attack.
	Ice	Consume MP to unleash an ice elemental attack.
	Wind	Consume MP to unleash a wind elemental attack.
	Sharpness	Increases intelligence.
BARD	Rapier	Allows skillful use of rapier-type weapons.
	Flame	Consume MP to add fire elemental energy to ally's weapon (song skill).
	Blizzard	Consume MP to add ice elemental energy to ally's weapon (song skill).
	Gust	Consume MP to add wind elemental energy to ally's weapon (song skill).

QUEST

View quest details. Shuffle through the available information on quest type, level, rewards, time limit, success and failure conditions, with the + or - Buttons.

MAP

View the world. Green marks the current location of the player while red marks previously visited areas.

EQUIPMENT

Change weapon and equipment of the player character. Keep in mind that this menu can only be accessed in towns (as it is inaccessible on the field).

■ The Screen Explained

CP

Capacity. Indicates the total weight the player can carry.

Change Equipment

Displays the equipment before and after an equipment change.

Bag

Displays items currently in the possession of the player.

Weapon

Displays weapons equipped on both the right and left hands.
Main: main weapon and armor
Sub: sub weapon and armor

Armor

Displays currently equipped armor.
Head: head gear
Chest: body armor
Arm: arm gear
Waist: belts, etc.
Leg: leg gear

Command

A Button: Change
1 Button: Unequip
Control Stick: Rotate
B Button: Cancel

Selected Item

Displays the name, functions, and other details of the item currently selected by the cursor.

Equipment Change Reminder

When the cursor is placed over a piece of equipment, the status change that would result in equipping it will be displayed to the left of the screen.

Post-Equip Status Change

Color coded triangles, ▲▼ are easy indicators of status change.

Be sure to always check the screen to see how changing equipment will affect the character status. Keep in mind, however, that if the total weight of the equipment is over the character's CP (capacity), the equipment cannot be outfitted.

Powering Up Equipment with Jewels

Weapons and armor have "sockets" where various jewels can be inserted. By inserting these rare items called jewels (which are dropped by monsters) the equipment gains special abilities. Additionally, once inserted, a jewel cannot be removed, so use caution when handling jewels.

■ Jewel Types and Corresponding Equipment

Equipment Type	Jewel Name
Weapon	Quartz
Shield	Garnet
Head	Opal
Chest	Sapphire
Arms	Jade
Legs	Fluorite
Waist	Ruby
Accessories	Amethyst

SETTING OUT

Once all preparations have been made, it is time to set out onto the field. This section will summarize major points to keep in mind when the player begins his or her journey through Eldar.

GETTING FAMILIAR WITH THE SCREEN

The screen that displays while on the field provides a lot of information. The different gauges and displays serve vital functions that help the journey move along smoothly.

■ The Screen Explained

Character Status

1. Player HP
2. Player STAM (Stamina)
3. Player MP
4. Player TP (Technique Gauge)
5. Player BST (Burst Gauge)
6. Main weapon
7. Weapon durability

Map

Shows current location of the following on the field map:

- ▲: Player
- ▲: Mercenary
- ●: Monster
- E: Town or Facility Entrance

Mercenary Status

1. Mercenary Name
2. Mercenary HP
3. Mercenary MP

Button Help

- ↑: Switch between main and sub active skills
- ←→: Camera Control
- ↓: Camera Menu

Message

Displays various messages regarding item obtainment, level ups, etc.

Slots

Press the 1 Button to select an item from the slots. Press the A Button to use the selected item.

Skill/Weapon Switch

Displays current active skills. Use the skill on the left with the – Button, and the skill on the right with the + Button.

Using the C Button to Dash

When on the field, press the C Button while pushing on the Control Stick to dash. While dashing, the player character will also run over and down ledges automatically.

The Basics 1

Below are some useful tips for the player's adventure.

■ Place Frequently Used Items in the Slots

Items can be equipped in belt slots by selecting the ITEM option in the camp menu. Frequently used items can be accessed quickly on the field when they are equipped in these slots.

■ HP Recovers Automatically

When low on HP, remember that HP will recover automatically while standing still. Also, while abnormal status effects normally wear off over time, standing still will speed up the recovery.

■ Lock On when Fighting Flying Monsters

Lock on to flying monsters by pressing down on the Z Button to land attacks on them more easily. While locked on, use the +Control Pad to switch between targets.

BATTLING MONSTERS

Battles against monsters take place in real time. This section will cover information essential to coming out victorious.

BATTLE FLOW

The player will run into many monsters that inhabit the field on his or her journey, but fighting them is optional. If the player so chooses, they can avoid or just run away from them. The location of any nearby monsters will be marked on the mini map as a red dot.

Charge Straight into Battle

There is no separate map for battles. When the player encounters an enemy, the battle will take place on the field in real time. Use a mercenary as a second set of eyes to explore the world with heightened alert.

Landing Hits

Once an enemy comes within a certain range, the player can lock on to the enemy by pressing the Z Button. Locking on makes it easier to land hits.

Victory!

Some monsters drop items when defeated. Approach any dropped item and press the C Button to pick it up.

ATTACK

Attack monsters directly with equipped weapons. There are different types of attacks which can be chained for various combinations.

Lock On

Press the Z Button to lock on to a nearby enemy and land hits easier. Use the +Control Pad to switch targets.

Weak Attack – A Button

Press the A Button to strike the enemy with a weak attack. While the damage it deals may be small, it is quick.

Strong Attack – B Button

Press the B Button to strike the enemy with a strong attack. While the attack takes time, it deals heavy damage.

Combination Attacks

Press the A or B Buttons multiple times by themselves or in alternating order to unleash a string of attacks.

Special Move

While battling an enemy, the player's BST (or Burst Gauge) will fill up. Once the BST reaches its maximum level, shake the Wii Remote to unleash a special move that deals great damage to enemies.

The player will not lose BST while on the field, but entering a town or facility will reset the gauge.

Attack Styles

There are certain weapons that allow for special attack styles.

■ Nitoryu (Double Sword Style)

When both hands are equipped with one-handed swords, the player can use both hands for attacks, called nitoryu. While this style leaves the player open to counter attacks, the attacks are strong and effective.

■ Bows

When equipped with a bow, the player can attack enemies from a distance. To use a bow, the player must first equip the bow on the right hand and arrows on the left hand. Hold the A Button to kneel, aim with the control stick and press the B Button to shoot.

ABNORMAL STATUS

Some monsters can inflict various abnormal status effects with their attacks. While these effects will wear off over time, they can also be cured instantly with items and spells.

■ Abnormal Status List

	Status	Description
Pa	Paralyze	Causes the inflicted to falter and be unable to attack at a set probability.
Po	Poison	The inflicted gradually loses HP for a set amount of time.
Da	Darkness	Lock on range shrinks and HIT rate decreases.
Si	Silence	Cannot use any skills or communicate with mercenary.
Di	Disease	All status parameters decrease, and TP does not accumulate. Skill activation time doubles. Stamina is brought down to 1.

ITEM

Items have many purposes. If there are any items equipped in the belt slots, press the 1 Button to quickly access them or hold down on the 1 Button to change out the contents of the slots.

■ Key Items List

Item Name	Description
Aid Vial	Heals a small amount of HP.
Cram Vial	Heals a small amount of MP.
Med Vial	Cures disease with one drink.
Recovery Vial	Cures paralysis with one drink.
Escape Card	A card that returns the player to a town.
Sword Oil	Fixes damage on regular weapons.

SKILL

The player will learn various skills depending on what job class the character is. Once learned, skills must be assigned in order to be used. There are two types of skills: Active Skills and Passive Skills. Active skills are skills like magic spells, where the player decides when to use them. The other type is passive, where the skill is continuously in effect once set.

Active Skills

Active skills are skills that the player triggers at any time they choose. There are two types of active skills – one that consumes MP and another that consumes TP. Similar skills can be set together for more effective magic attacks.

Passive Skills

Passive skills are always in effect once set. The player can set up to 4 passive skills, so mix and match to optimize against certain enemies, or to simply have the desired general attributes on the character.

■ **MP Consuming Skills**

Set Skill

Press down on the +Control Pad to set skills. After they have been equipped, press either + or – Buttons to begin chanting whatever spell is assigned to them.

Select Target

Once a spell is activated, it will lock on to the nearest target automatically. Press left or right on the +Control Pad to switch targets.

Spell Complete

Once the chanting is complete, a magic circle will appear, and the spell will go into standby. Press the A Button to unleash the magic.

Skill Activation

Use skills best suited against each monster to get the most out of them.

Songs of the Bard Class

The Bard class has a special set of techniques called "song skills." These skills are special in that they can grant allies within a certain radius improved parameter values.

MERCENARIES

Mercenaries, which can be hired at taverns, are dependable allies. Team up with them for a more exciting journey.

Mercenary Level Up

Mercenaries, much like the player character, gain experience from the monsters they fight and will level up. Be sure to level up each of the mercenaries and use them based on how their strengths and weaknesses match each situation.

Automatic HP Recovery

Like the player, mercenaries also recover their HP automatically when standing still. The same goes for abnormal status effects, which will wear off over time.

Fallen Mercenary? No Problem!

When mercenaries fall in battle, their HP recovers after some time until it reaches half-full, at which point they revive automatically and rejoin the battle.

More Mercenaries Become Available for Hire through Encounters

The number of mercenaries that become available for hire increase through meetings during quests or events. This means that the more quests that are accepted, the more mercenaries that become available, thus making the player's adventures more exciting.

BOSS BATTLES

As the story progresses, the player will encounter numerous giant boss monsters. As boss monsters are extremely powerful, it is recommended that the player hire a mercenary before attempting to fight them.

Dragons boast tremendous power, often enough to destroy entire towns. Share the burden of defeating such powerful monsters with a mercenary.

The Basics 2

Below are some more tips that are useful for the player's adventure.

■ What is the cost of defeat?

When the player collapses in battle, not only is the money on-hand halved, but there are times when items will go missing as well. Be sure to check the character's possessions before saving.

■ Weapon Durability

All weapons have durability points which are consumed with every attack. If the durability points reach 0, the weapon will break and its attack strength and max durability level will decrease dramatically. Do not let this happen as you cannot equip new weapons outside of towns, though you can switch to a secondary weapon if it is already equipped.

Nintendo Wi-Fi Connection (Nintendo WFC)

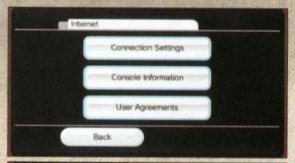
In Wi-Fi mode, the player can go on an adventure together with a friend over a network.

NETWORK GAMING

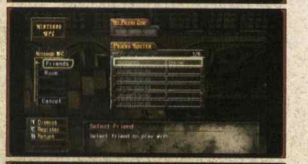
For this mode, the player must have access to a network connection. Once a network connection has been established, follow the steps below.

Connecting to Nintendo WFC

To connect, properly configured settings for connecting to Nintendo WFC are required. Access these settings under the internet area of the Wii system menu.



Enter a friend code to register a friend. With no friends registered, the Wi-Fi game mode cannot be played.
Select a friend to go on an adventure with (limit 1 friend per adventure).
Please decide who will host before starting a game. The steps to start a game change depending on who is creating the room. Refer to the next page for details.



To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at support.nintendo.com/wiiprivacy.jsp.

IF THE PLAYER HOSTS

If the player is hosting the game, first select "Room" to create a room for the friend to enter. Once created, wait until the friend enters the room.

The creator of the room then must approach the quest board located in the room and select what quest to accept. Be careful as some quests require money.

Once a quest is accepted, a "!" mark will appear above the player character. When the friend confirms the quest, a "!" mark will appear above his or her character as well. Select "DEPART" to start the quest.

IF THE FRIEND HOSTS

If a friend is hosting the game, then enter the room he or she has created. The friend character will meet the player in the room.
Approach the quest board located in the room and confirm the quest the friend has accepted. Once confirmed, a "!" mark will appear above the player character. Wait for the friend to select "DEPART" to start the quest.

GOING ON AN ADVENTURE

Once on the field, the game plays similarly to the single player mode. Cooperate with the friend to complete the quest.

If One Side is Defeated

When either player is defeated in battle, the fallen character must wait for the other to come and revive them. The players may only be defeated three times before the quest automatically fails.

Retire

If either party decides to retire, the quest will stop and will be considered called off. Before retiring, please consider the fact that when a quest is called off, any money paid upfront will not be returned.

Communicate

To communicate with a friend while on the field, hold down on the B Button and press left or right on the +Control Pad. Pressing left will active the Emote Mode where various icons can be selected, and pressing right will activate the Gesture Mode where various actions can be selected. Either mode is useful in communicating one's situation or feelings.

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TEEN
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CONTENT RATED BY ESRB

Crude Humor
Mild Cartoon Violence
Suggestive Themes
Use of Alcohol

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